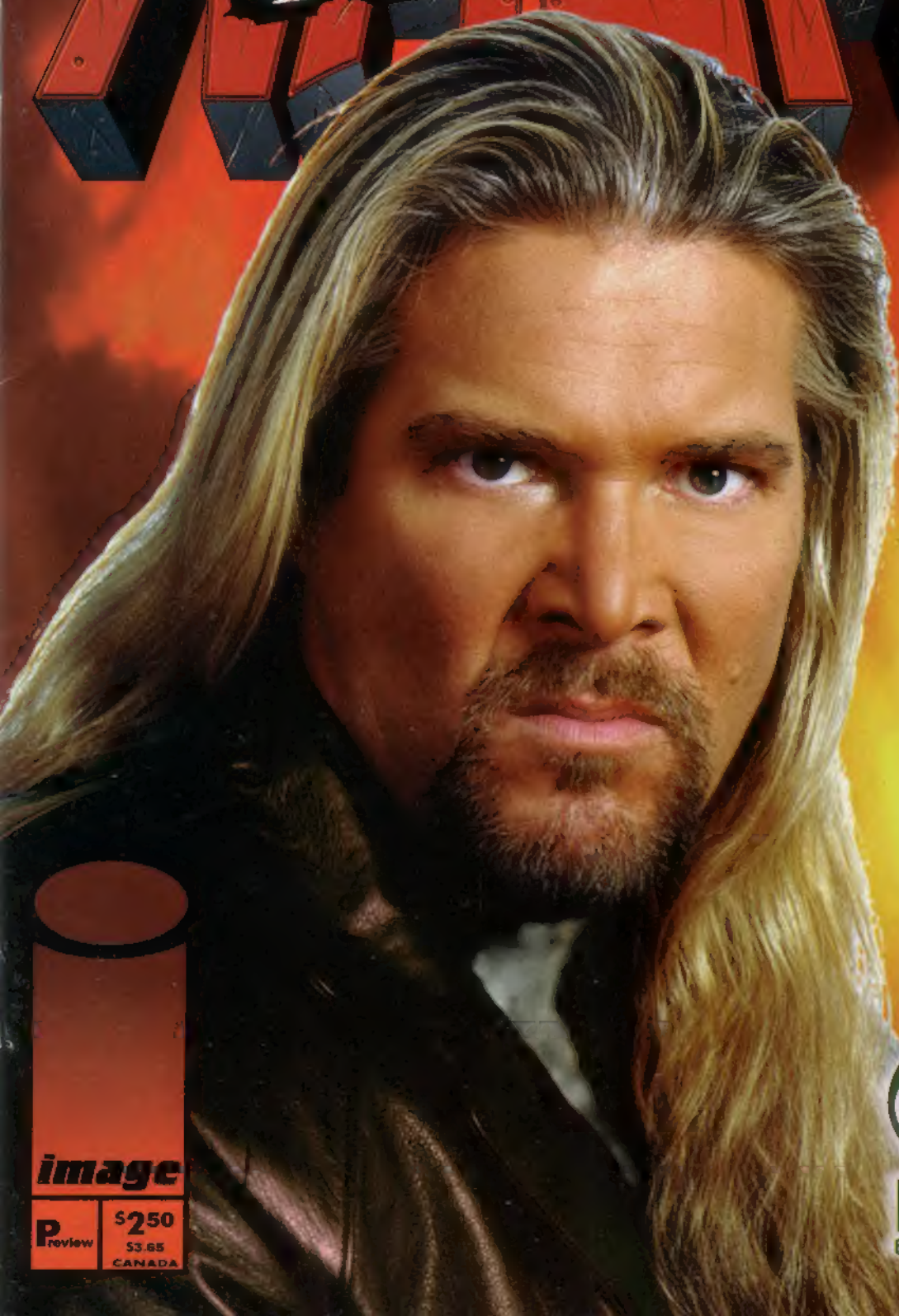


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NASH

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Matthew Healy

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Mark Nicholas

Nash

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Art: Marat Mychaels

Demon Slayer

Story & Art: Marat Mychaels

Tin Can Man

Creator: Jim Thornton

Art: Dietrich Smith

Hawkshaws

Story and Art: Dietrich Smith

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"Why Next?" Everywhere I go all I hear is, "Why Next Entertainment?"

Kevin Nash is a superstar. Pro wrestling is ultra hot. "Why Next?"

Kevin Nash could have had anyone produce his book!!!

Well, I believe Kevin Nash chose Next Entertainment because we are committed to producing a great "Nash" comic book. Every one, from top to bottom, involved in this project has given 100% and the project reflects it. So here's a little sneak peak at what we feel Next Entertainment and Nash is all about.

Before I go I'd like to thank all the people who have made this book go. First and foremost, Kevin Nash, without whom there would be no book. Also, Michael Mena, Jim Thornton, Greg Glanville, Mark Nicholas, Criss Moosman, and Dietrich Smith.

Thanks

Marat Mychaels

Visit these web sites:

www.kevinbigsexynash.com

www.next-entertainment.com



Production - Michael Mena

Art Direction - Marat Mychaels

Articles - Matthew Healy

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**"This book is
dedicated to all
my fans."**



PHOTOGRAPHY: David Brandt

KEVIN NASH

There was a time when comics and wrestling were separate worlds, when Hulk Hogan and the Incredible Hulk would never be uttered in the same breath. That time has come to an end with a project that promises quality and artistic integrity. Kevin Nash, the W.C.W. world champion, is set to debut in his first comic crossover that will premier this July. The creators of the book wanted to reinvent the crossover comic with an emphasis on capturing the magic of a superior comic.

I sat down with Kevin Nash at a local photography studio. Despite the fact that he's almost seven feet tall and over three hundred pounds, it was his presence that filled up the room. He has the quiet confidence that comes from being so large, from knowing that no one around you is a threat.

As soon as he entered the studio, and the introductions were over, Kevin swept across the room, eyes soaking in the environment. He wanted to be aware of his surroundings, what was on the walls, where the furniture was, who was there with him.

I got a few minutes to speak with Kevin in the dressing room, behind a drawn curtain while preparing for the photo shoot. He sat down in a director's chair and still towered above the blonde girl who combed his hair.

I wanted to know why Kevin Nash, an incredibly popular wrestler, would want to be involved in the world of comics. I wanted to know if the previous crossover books between wrestling and comics affected his decision.

"There's a significant difference between this book and the other crossovers," Nash explains. "I grew up collecting comics, so this is an opportunity for me to unify two things that I love. I would not be involved with this project unless the creative force was top caliber and was committed to producing a comic that everyone can enjoy. My primary concern is to produce something that I would have read when I was young."

After a successful athletic career that has involved basketball and wrestling, Nash has decided to devote some attention to comics after the influence they had on his life. As an old comic fanatic, I wanted to test Kevin to see if he really knew what he was talking about.

"Which comics do you read?", I asked. "As a kid, I used to collect them. I was a huge comic book fan. Captain America was my favorite because he could get hurt. He was just an average guy. Actually, he was a genetically enhanced soldier, but he was still pretty normal. I was attracted to characters like Batman and Captain America because they were normal guys who had weaknesses."



"I liked them because they were ordinary guys placed in extraordinary circumstances and forced to rise above their limitations. I still pick up comics when I can read them on the plane, and then I leave them for the next person to read."

"What's the purpose of comics in a world where kids can surf the Internet or play video games?"

"I think that comics have a tremendous educational factor. The beauty of comics is that they're so entertaining, you can't even tell what an incredible impact they have on you. It increases vocabulary, imagination and artistic skills. That's something that I wanted to be involved in."

Marat Mychaels, the artist for the book, has been working closely with Nash to create an innovative and unique feel for the comic. Nash insisted on being involved in every aspect of the books' evolution, working as both the creator and the co-writer of the comic. Together, they came up with a graphic concept that would engulf the readers' interest. The book casts Nash as a "Robin Hood" character who exists in a famine plagued wasteland where food is a precious commodity. Nash helps those in need while struggling through a volatile and hostile world. The comic is intelligent and inventive. The writing is crisp and the art is organic and stimulating.

"Marat and I have had a back in forth relationship on the book," Nash points out. "We want to make sure that quality is our first priority and that we both provide comic and wrestling fans all that we can offer."

Marat grew up as a wrestling fanatic and was not only very familiar with Nash's work, but considered him a big fan. To say the least, Mychaels was enthusiastic about the opportunity to work on this project.

When I asked how he got involved with Marat and Next Entertainment, Nash replied, "I was approached last year by Next when I was involved with a charity function in Phoenix. Marat asked if I had ever thought of being involved in comics, which I had been interested in doing since I collected them for so long. He came up with a presentation and the rest just fell into place."

"How do you feel about moving from professional wrestling to comics?" I asked.

"I think what I do as a wrestler is like being a comic book character. There are a lot of correlations between the two, but the costumes for super heroes are much better. My costume in the comic is awesome!"

"The comic has nothing to do with your wrestling persona. Are you concerned that the comic won't have the wrestling angle crunch?"

"Not at all. The comic stands on it's own and doesn't need any help from the wrestling concept. I wanted to be an individual comic book character who existed in his own fantasy world. Marat and I have made that, and the quality of the comic is what will make it appealing, not the wrestling."



NASH IS COMING



Nash #1 will premier at the Wizard World Convention in July and Nash himself predicts a long term span for the title. He's confident that the book will be well received by both comic and wrestling fans, and that the book will have a chance to grow and develop.

"The evolution of comics has been amazing. The artwork was good back when I was a kid, but now it's even better. Now the field is so diversified. There are smaller publishers who are able to produce quality material. I think Marat is really good. Of all the people who have drawn me, of all the depictions that are out there, Marat captures me the best." I think he's very, very talented and I think people will be happy with the book. The comic will be awesome."

As he said these final words, his eyebrows raised in unison, as if to say that this was one point that could not be argued.

"You've seen the first issue," I said. "When Marat showed you the first layouts, and you saw yourself as a comic book character for the first time, what did you tell him?"

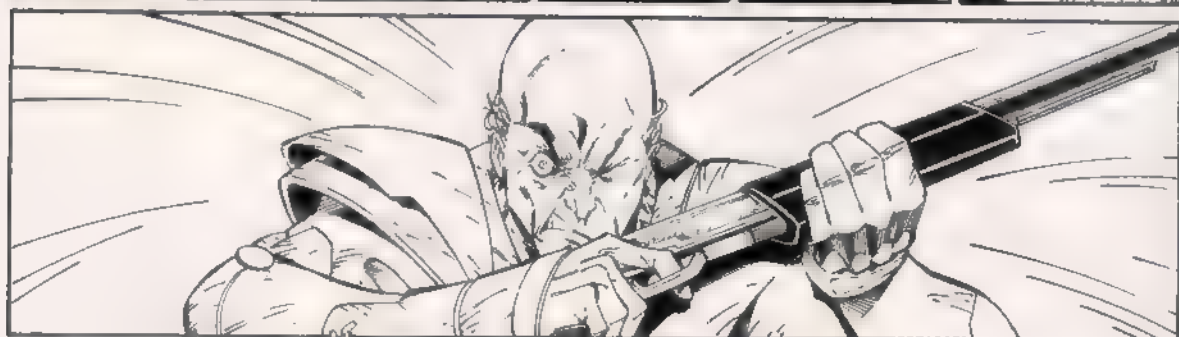
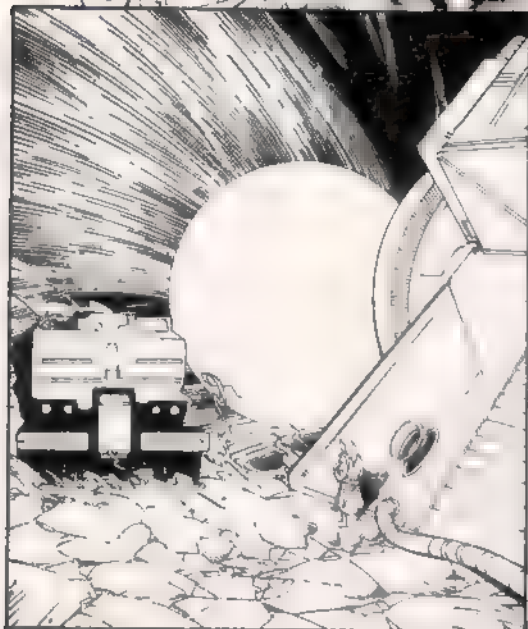
"Add more babes and more guns."

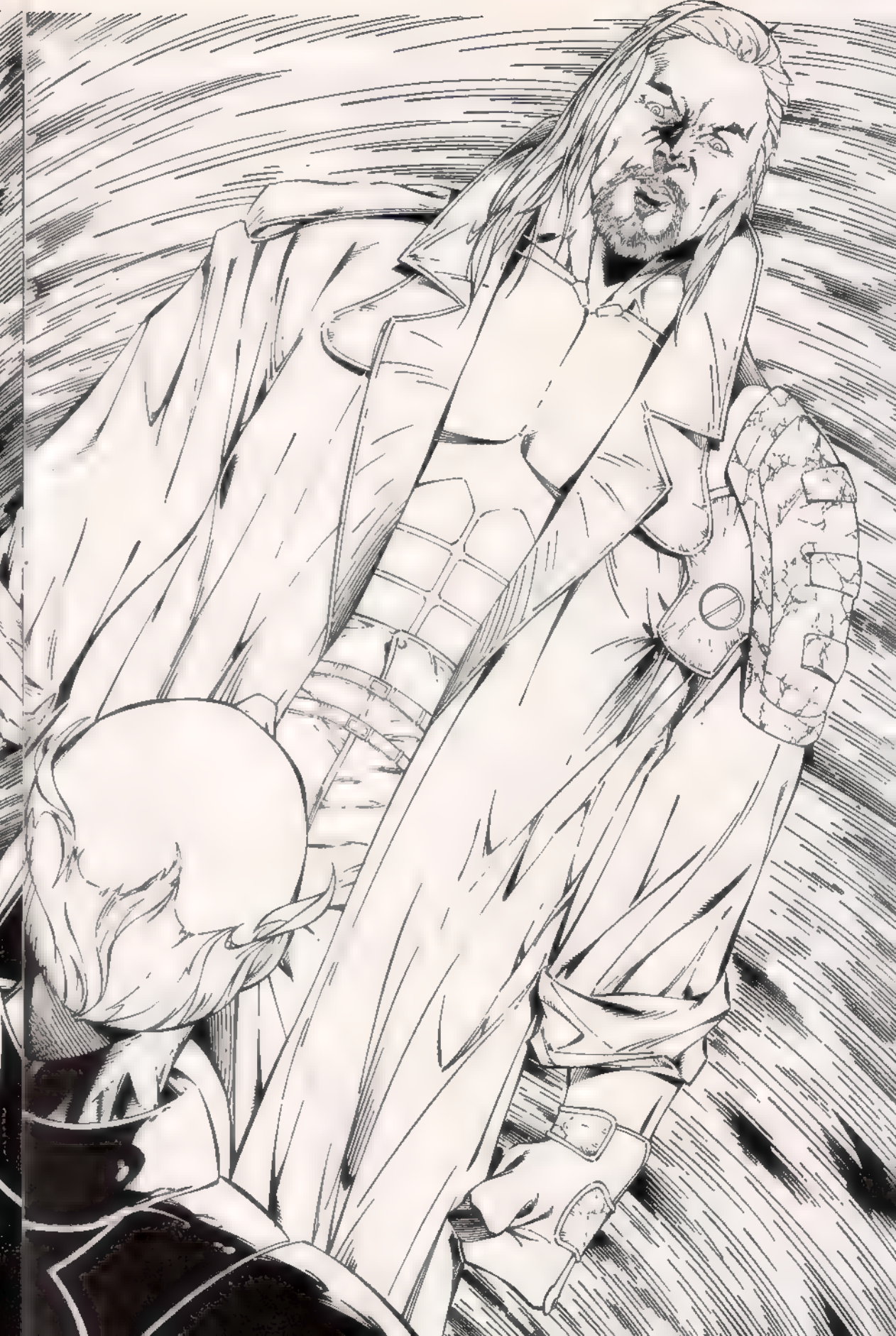
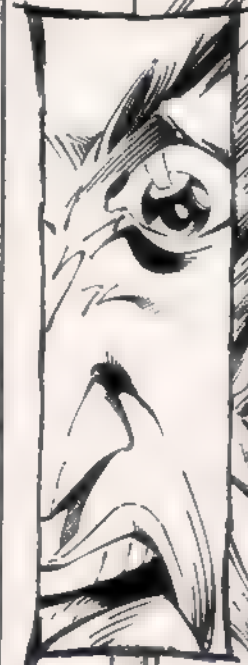


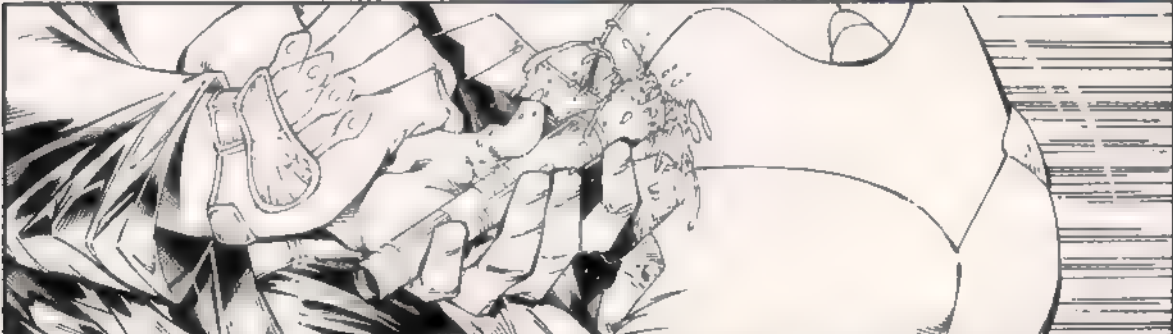
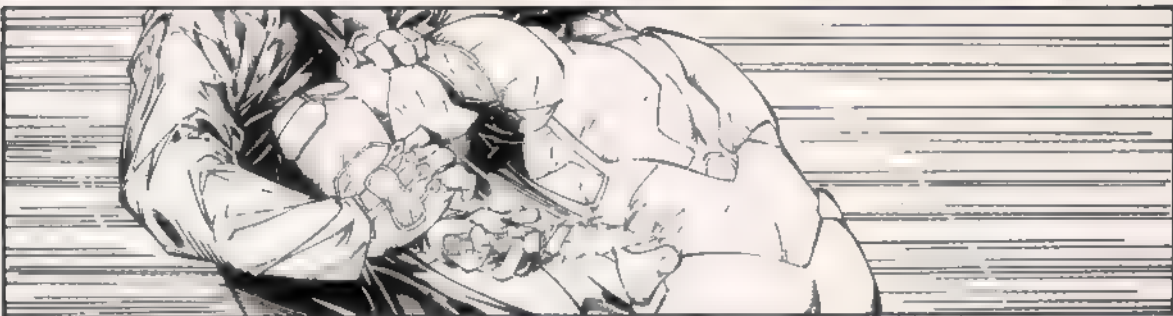
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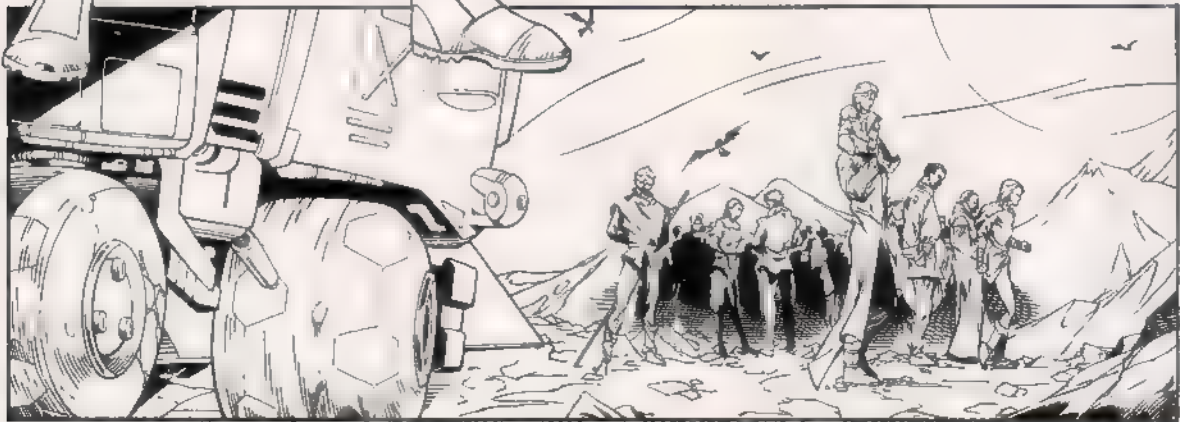
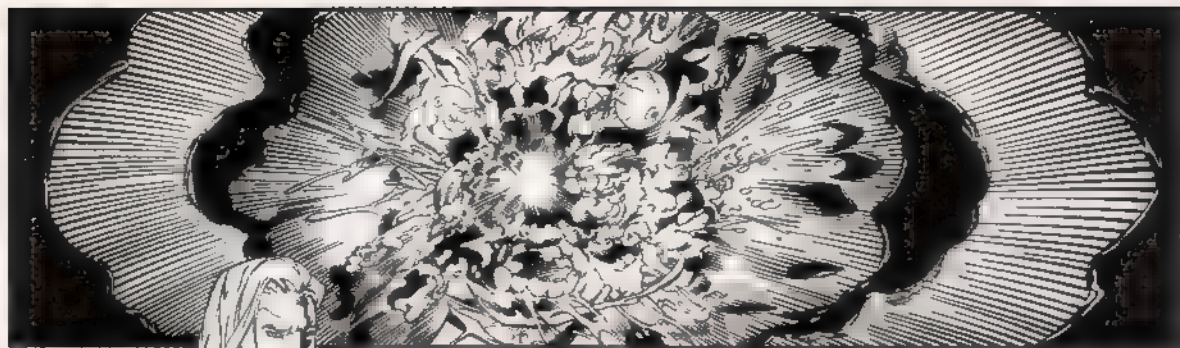












Demon Slayer

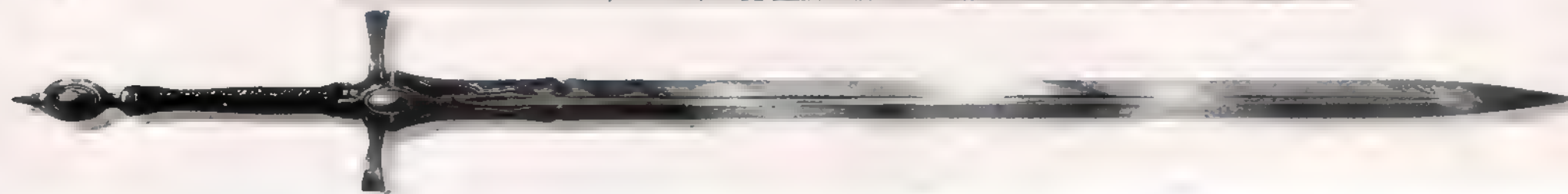
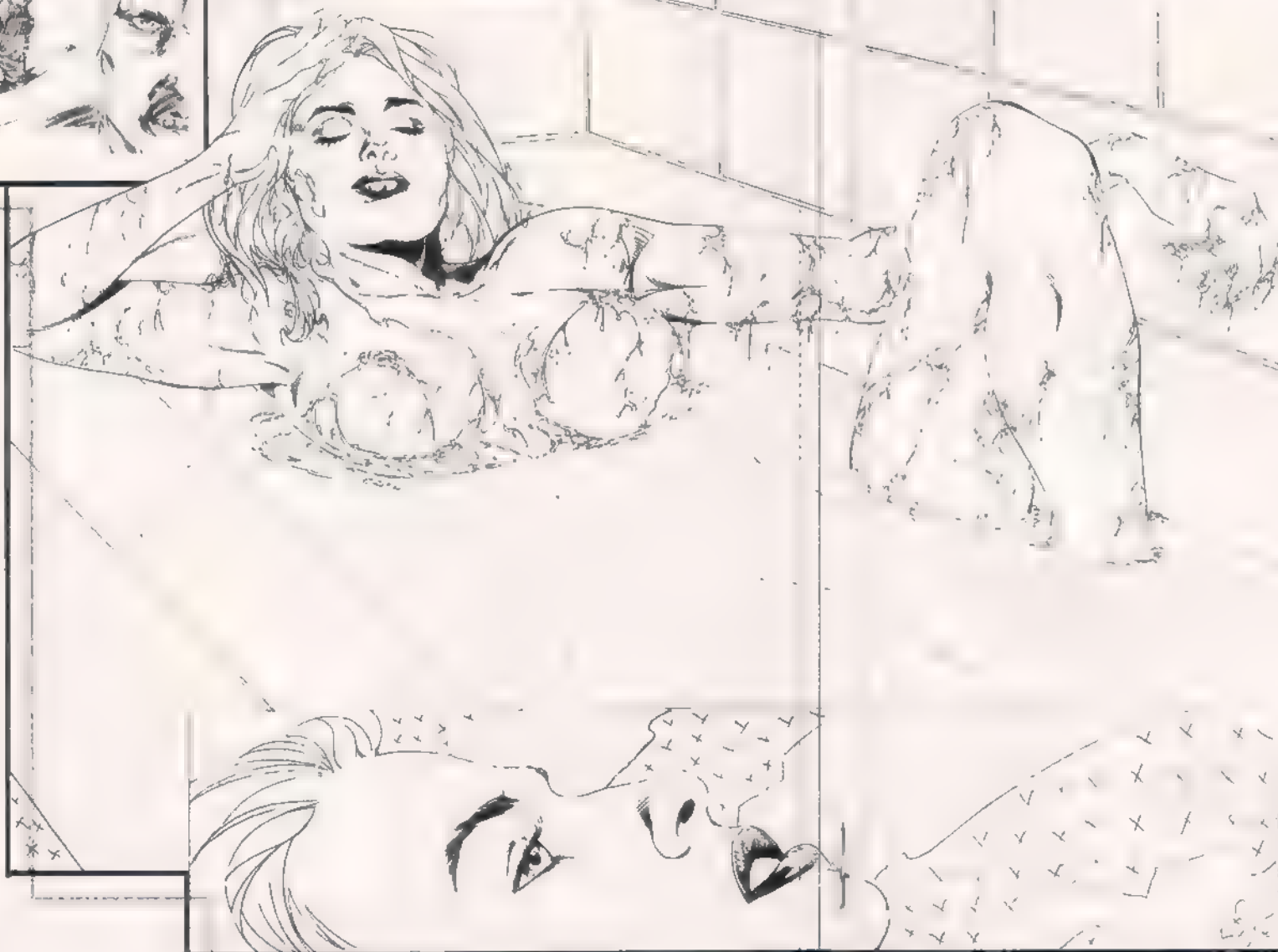
A tale of two young lovers whose lives are forever changed, as their love is torn assunder by dark forces beyond their control. The tale of JACLYN and MICHAEL unfolds in front of your very eyes as love is destroyed, souls are lost and a DEMONSLAYER is born.



MARAT MYCHAELES



JAIMEMENDOZA





The year is 1962...

...the place is rural Oklahoma and Alex Darkstar, the son of a native American Indian and a mother of Irish decent, is a half breed. Alex has few friends in school and seems at times to live in a world of his own imagination. Tragic events in the life of young Alex would soon set free dark forces creating the Tin Can Man, a supernatural nightmare, which will change Alex's life forever.

TIN CAN MAN

Now its 1999 in a large metropolitan city and police homicide detective Alex Darkstar feels like his entire life has gone straight to Hell.

A stressful job on the police force has lead him to ignore his family and develop a drinking problem. After an all night stakeout, angry and frustrated with his inability to capture a serial killer of women, Alex returns home from work to find his wife has left him and taken thier son with her. How can things get worse for Alex?

The Tin Can Man is back and out of control for the first since Alex's childhood!!! A supernatural mystery that takes place both in the past and present with a surprise ending.

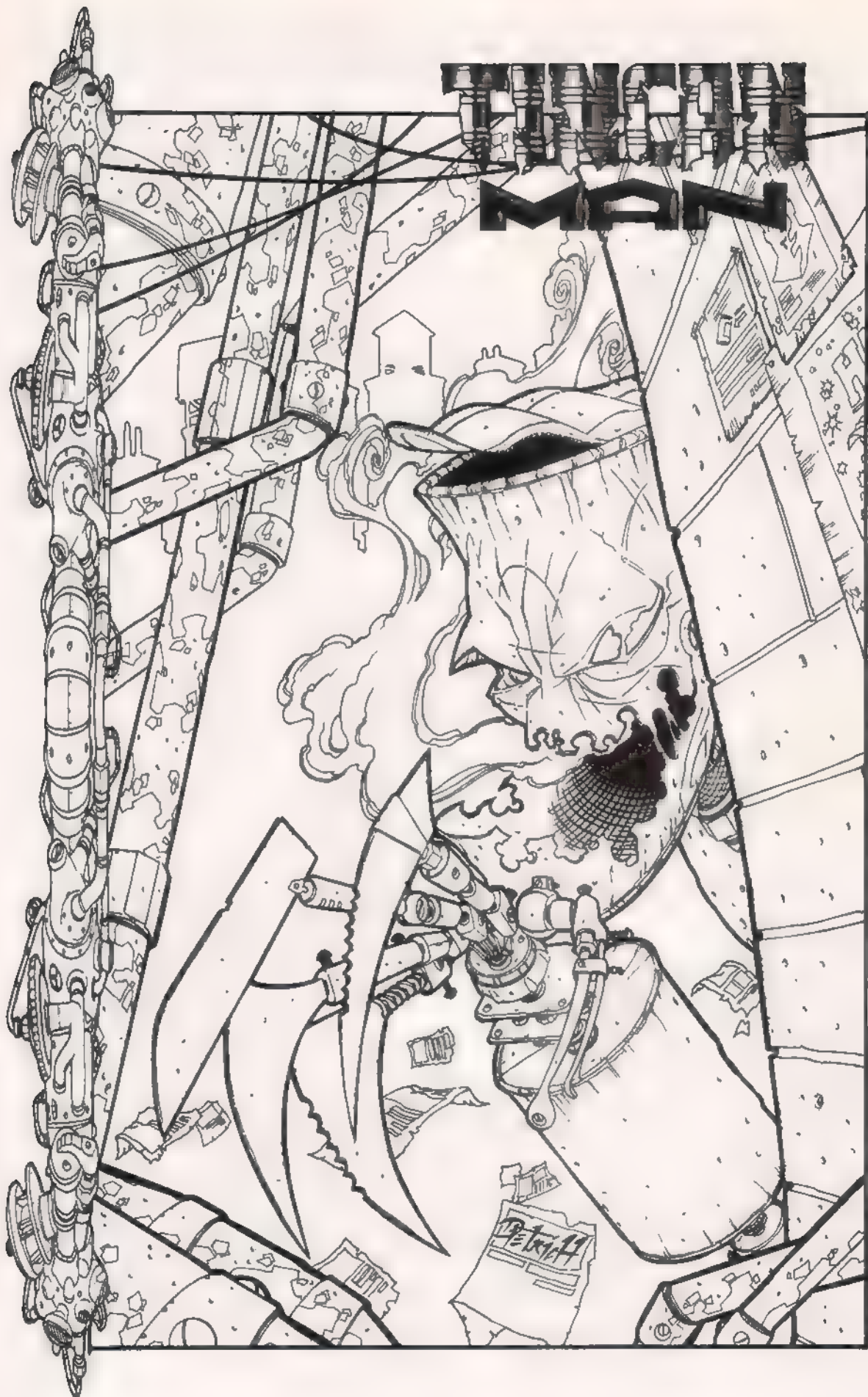


Created and Written by Jim Thornton

Pencils by Dietrich Smith
Inks by Allen Martinez
Colors by Mark Nicholas



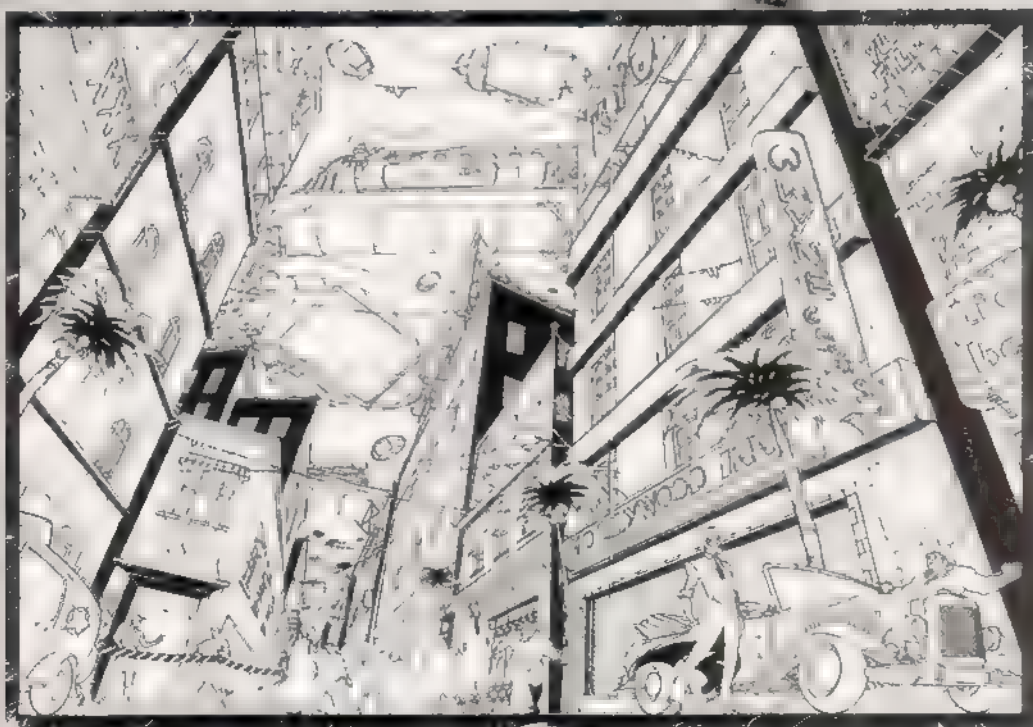
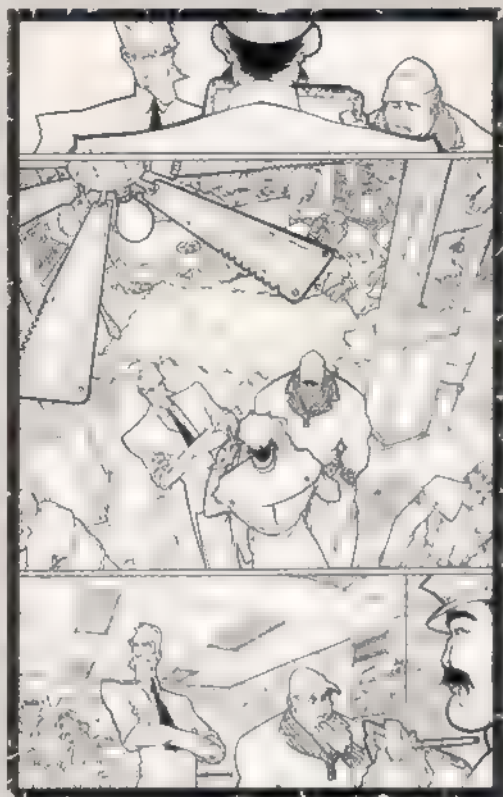
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Alternate Cover by Jonathon Glapion

Next Entertainment Hawkshaws Preview



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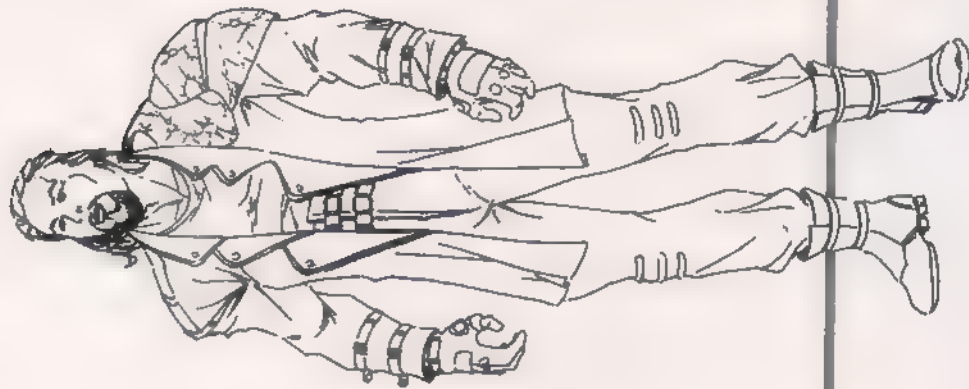
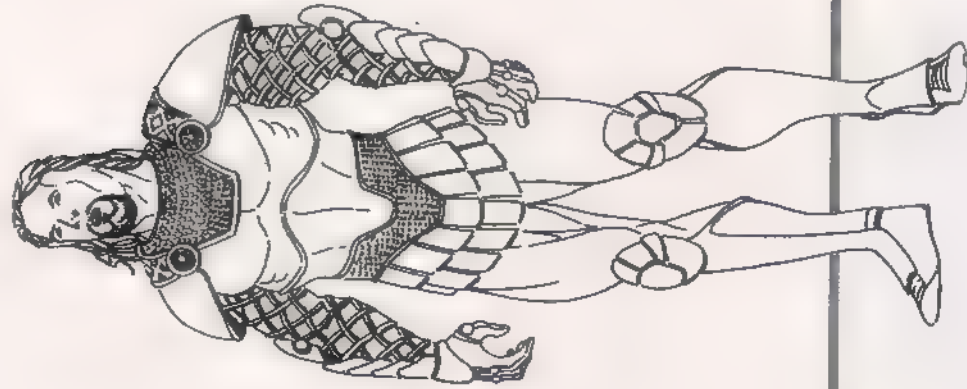


... Coming soon.

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Before Kevin and I figured out what direction where we were going to take with the book, I had worked up a couple of different designs to get us going visually. I thought you, the fans, would like to check out a few unused "Nash" designs.

Marat



PREVIEW OF ISSUE #2



MARAT MYCHAELS



Marat Mychaels has pale, expressive eyes. I could tell upon our first meeting that he spent a lifetime in observation, watching the world around him and translating that into his art. Although he has worked closely with some of the biggest names in the comic industry, including Todd McFarlane, Marat has a very subtle and humble demeanor. His latest project teams him with wrestling sensation Kevin Nash, WCW world champion and future comic book action hero. Marat brings his artistic talents to the team to ensure a dynamic, explosive comic that promises quality and technical excellence.

Marat describes his art style as constantly evolving. His earliest memory of drawing is in a seventh grade history class, realizing in a creative epiphany that this is what he wanted to do for the rest of his life. His dedication to the craft is easily recognized in his confident, liquid style which blends visual eloquence with a startling forcefulness. Yet his style refuses to be categorized so easily. Beyond the depth of his layouts and representational skill, it is clear he loves what he does.

"Drawing kept me out of trouble," he says. "I would stay up late with my friends drawing, instead of going out. It was a good guiding force."

He cites influences from George Perez, and John Byrne, two comic gurus who led the industry for years. "Their detail and storytelling technique was incredible," Marat points out.

To prepare for his comic with Nash, Marat devoted increased energy to the storyline, thumbnail sketches, layouts and details.

"The comic with Nash has so much to offer because it isn't about wrestling. We're both trying very hard to create a comic that will be superb in it's own right," Marat says. "As an artist, I have trouble reading comics. I look at them and think about the work that was involved, I don't get that magic anymore that I got when I was a kid. I want this project with Nash to be better. I want anyone to look at it and feel the magic."

Marat has been a wrestling fan for years, and this project provides him with a unique chance to combine two of his long-term passions.

"How did you feel working with Kevin?" I ask.

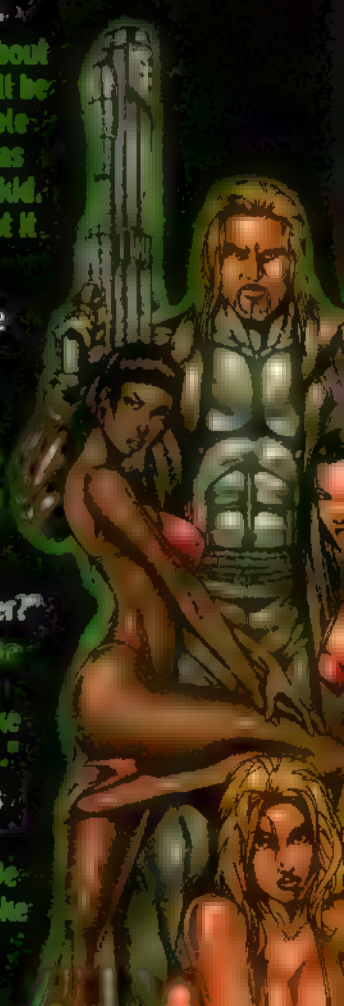
"I knew he was popular, but I didn't know how huge the project was until we started getting some of the initial response. It was unreal. Kevin is such a well known entity in entertainment that it seemed natural to bring him into comics."

"How does Nash translate into a comic character?"

"Very well. The comic character Nash has the same personality, only more extreme. His long hair and larger than life physique is already like a superhero. I hardly have to exaggerate at all."

"What was your priority while working on this project?"

"Quality," Marat replies, without hesitation. "We pulled top notch talent across the board to make this comic the best we could. I wanted a good product, period. I think we succeeded."



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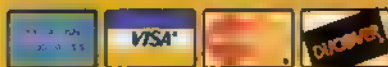
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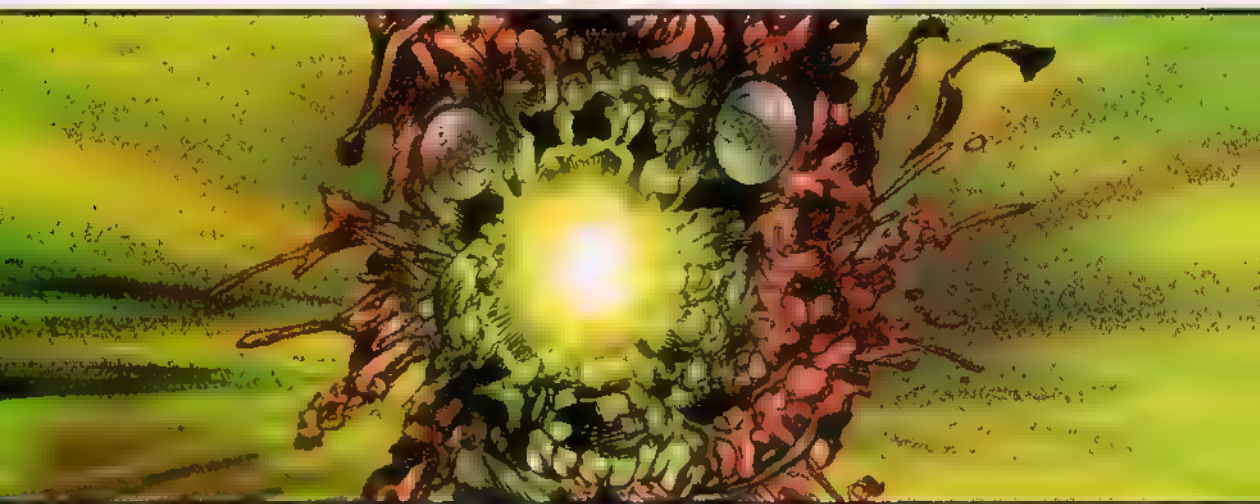
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